WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
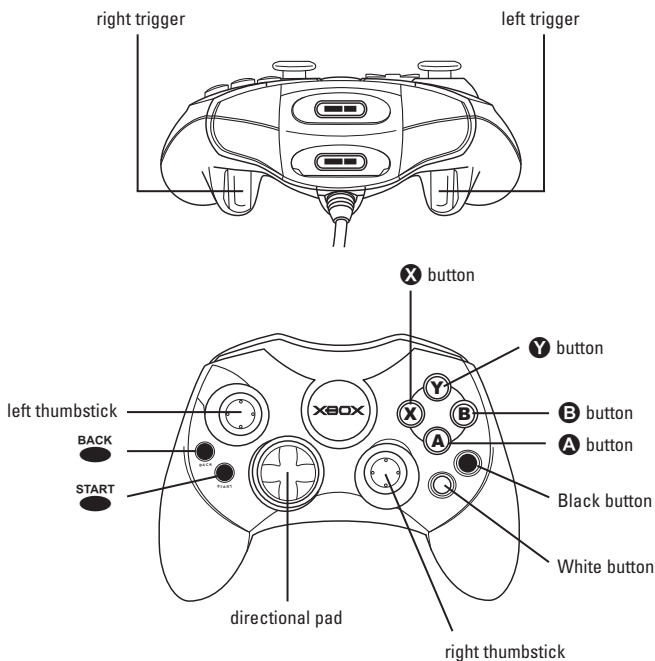
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

Contents

Gameplay Controls

right trigger   left trigger

X button

Y button

left thumbstick

B button

BACK

A button

START

Black button

White button

directional pad

right thumbstick

Basic Navigation

directional pad – Highlight menu options.

Ⓐ button – Select menu options.

Ⓑ button – Back/Previous Menu

Basic Combat

left thumbstick – Movement

START – Pause Menu

Ⓐ button – Jump/Boost

Ⓧ button – Attack 1

Ⓨ button – Attack 2

Ⓑ button – Special

right thumbstick – Camera

Welcome, Professor...

Colonel William Stryker,™ in a daring raid on the Xavier School for Gifted Youngsters, acquired two core components of Cerebro, the X-Men's Mutant Tracking and their Identification System, as well as taking hostage a handful of the student body. With these components Stryker was able to create a crude but working version of Cerebro, for his own dark purposes. A combined strike force consisting of the X-Men™ and the Brotherhood™ were able to retrieve the kidnapped children, and halt Stryker's plans. This victory was not without its price, as the X-Men were forced to pay in the most precious coin of all. Friend, teacher, colleague and more, Jean Grey sacrificed her life so the X-Men could escape and carry on Charles Xavier's dream for human and mutantkind to peacefully coexist.

Now the X-Men must journey back to Alkali Lake for the missing Cerebro components. What they find there will shock them to their core. Ghosts from the past are still very much alive, and it's business as usual at Alkali Lake. The X-Men will soon discover that the facility itself isn't the only thing seemingly resurrected from the dead…

The battle lines are once again drawn among the X-Men, the Brotherhood and all mankind. Learn why Nightcrawler™ doesn't stand with his new allies, on the eve of their darkest hour. Experience epic Super Hero™ action, interconnecting storylines, fierce enemy battles, and a climactic ending that sets the stage for the earth-shattering events in *X-Men*: *The Last Stand*.

The hunt begins by creating a user profile to save your game progress. Enter a name using the directional pad and Ⓐ button to select letters. Highlight and select **Create** when you've entered your desired profile name.

Main Menu

New Game – Start a new game.

Select Mission – Continue an existing saved game or replay old missions.

Options – Change a variety of options, including sound, controller options and video.

Cerebro Files – View unlocked special features, such as the Danger Room missions.

Credits – Access the credits of the game.

Load Game

To load a game, select a pre-existing profile from the Profile Select screen. Multiple profiles can be saved, so feel free to return to this screen at any time using the Ⓑ button from the Main Menu.

Save Game

If you wish to save, you will be prompted to do so after the completion of every level or after any of the game's options are changed.

Note: If you Quit during a level, you will lose all gameplay data on your current level.

Selecting a Mission

Once you've created a profile, you can select your plan of attack. The strategy you select should be equal to your skill as a combatant and should reflect your mastery of your mutant ability. Novice, Hero and Super Hero difficulty levels are available at your discretion. In order to view a character's traits, hold the **Y** button while on this screen.

Pause Menu

Press **START** to access the Pause menu. In addition to taking a break from the action, the Pause menu allows you to access additional options, such as:

Continue – Return to current level and resume gameplay.

Restart – Restart the current level.

Options – View your current controller setup or change the game setup.

Quit – Quit the current level and return to Mission Selection.

Use the different directions on the directional pad and the **A** button to highlight and select options, or just use the Pause menu to view your current objectives.

Options

Change many of the game settings and customize your gameplay experience in the following ways:

Gameplay – Toggle vibration, X-Axis, Y-Axis and controller functions on/off or invert.

Character – Change to different costumes for each character (unlocked during gameplay).

Controller – View controller configurations.

Video – Alter video settings, like Brightness.

Audio – Adjust the music, sound F/X (SFX) and voice.

The Cerebro Files (Unlockables)

For the most ferocious, stealthiest or coolest of X-Men, rewards await you in the Cerebro Files. Here you'll obtain new and old costumes for the X-Men, as well as Danger Room missions where they spend their weekends training. Unlock each of Cerebro's files by finding hidden Weapon X tokens and Sentinel Tech pieces while on your mission.

Controls

Wolverine

Button	Action
Ⓐ button	Jump
Ⓧ button	Quick Attack
Ⓑ button	Knock Back Attack
Ⓨ button	Heavy Attack
left trigger	Fury
right trigger	Block
Black button	*Tap*: Claws In/Out *Hold*: Heal
click the left thumbstick	Teammate Action
right thumbstick	Moves Camera
left thumbstick	Movement Control
START /Pause	Starts Game/Pause Menu

Nightcrawler

Button	Action
Ⓐ button	Jump
Ⓧ button	Punch
Ⓑ button	Teleport to Enemy
Ⓨ button	Kick
left trigger (Hold)	Target Lock
right trigger	Quick Teleport
Black button	Shadow Aura (Heal)
right thumbstick	Moves Camera
left thumbstick	Movement Control
�📅START/Pause	Starts Game/Pause Menu
click the left thumbstick	Teammate Action

Iceman

Button	Action
Ⓐ button	Boost
Ⓧ button	Ice Beam
Ⓑ button	Hailstorm
Ⓨ button	Frost Shield
left trigger	Select Target
right trigger	Brake
Black button	Camera Lock
White button	180º Reverse
left thumbstick	Movement Control
Click the right thumbstick	Look Back
START/Pause	Starts Game/Pause Menu

Combo Moves

Each of the X-Men have a variety of combat moves at their disposal.
Be sure to use each of their talents to the fullest!

Wolverine

Button	Action
Ⓐ + Ⓧ buttons	Jumping Light Attack
Ⓐ + Ⓨ buttons	Jumping Heavy Attack
Ⓐ + Ⓑ buttons	Jumping Area Attack
Ⓧ + Ⓨ buttons	2 Hit Combo
Ⓧ + Ⓧ + Ⓨ buttons	3 Hit Combo
Ⓧ + Ⓧ + Ⓧ + Ⓨ buttons	4 Hit Combo
right trigger + left thumbstick	Roll

Nightcrawler

Button	Action
left trigger + Ⓧ button	Teleport Punch
left trigger + Ⓨ button	Teleport Kick
left trigger + Ⓧ + Ⓨ buttons	Heavy Teleport Kick
left trigger + Ⓐ + Ⓨ buttons	Different Heavy Teleport Kick
left trigger + Ⓐ + Ⓧ buttons	Different Teleport Punch
left trigger + Ⓑ button	Teleporting Behind Enemy
Ⓐ + Ⓐ button (Near enemy)	Pounce

On-Screen Display Icons

1. **Icon Prompt** – This area will display icons when appropriate. For example, when Nightcrawler approaches a console, an ⊗ button icon will appear to show that the console can be used.

2. **Health Meter** – The Health Meter shows your health status. The meter drains as you take damage and fills up as your health regenerates. The meter functions differently, however, depending on your character.

3. **Fury Meter (Wolverine)** – As Wolverine, the more you attack successfully, the faster the meter fills up. Once the meter is full, pull the **left trigger** to activate Fury mode and unleash devastating attack combos against your enemies.

   Aura Cooldown Meter (Nightcrawler) – When this meter is full, press the **Black** button to activate the Shadow Aura, which allows Nightcrawler to heal himself.

   Boost Meter (Iceman) – Unlike with the other two characters, this meter decreases as Iceman slows down. If Iceman is not moving fast enough, he'll become unable to attack.

Lower Left-Hand Corner – You'll often be aided by one of your fellow X-Men. When this happens, their Health and Energy Meters will be displayed in the lower left-hand corner of the screen. Be aware of your teammate's stats, not only are they a fellow mutant, but they're critical to the success of your mission!

Tech and Tokens – As you progress through the game, you'll encounter a number of collectible icons throughout the various levels. The Weapon X tokens unlock the character's street costume, while the Sentinel Tech unlocks the comic costume. For hidden items, check any breakable objects, look behind objects and in out of the way locations.

Mini-Map
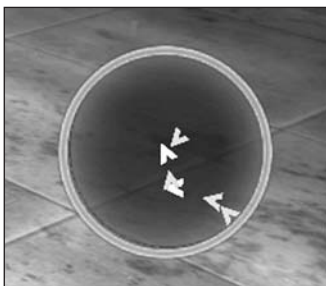
The mini-map will help keep you on track and out of trouble, pointing out the locations of both enemies and objectives in the immediate area.

Blue Arrow – Shows player character position and facing.

Green Arrow – Shows friendly character position and facing.

Red Arrow – Shows enemy character position and facing.

White Arrow – Shows direction of current objective.

White Dot – Shows position of current objective.

Mutant Evolution

Based on the level of difficulty each mission is played at, different amounts of mutations are rewarded at the end of the missions. If any mutations are acquired, then you're given access to the Mutant Evolution screen. Here, use directional pad ← → to highlight the mutation and the Ⓐ button to select it and continue to the next mission. If you make a mistake, you can use the Ⓨ button to de-select the mutation.

Wolverine

Health – Increases size of Health Meter.

Strength – Increases attack damage.

Blocking – Increases the amount of damage Wolverine can block before being hit.

Healing Factor – Increases the regeneration speed of the Health Meter.

Fury – Increases the duration of Wolverine's Fury.

Nightcrawler

Health – Increases size of Health Meter.

Brawling – Increases ground attack damage.

Precision – Increases jump attack damage.

Relocation – Decreases the amount of time between Teleport Behind Enemy attacks.

Shadow Aura – Decreases the duration between Shadow Aura uses.

Iceman

Health – Increases size of Health Meter.

Ice Beam – Increases Ice Beam attack damage.

Hailstorm – Increases Hailstorm attack damage.

Ice Healing – Increases the regeneration speed of the Health Meter.

Balance – Decreases Iceman's chances of falling.

Gameplay Tips

- Wolverine can be very effective at knocking back large numbers of enemies by using the Ⓑ button. This attack doesn't inflict a great deal of damage, but it's invaluable when fighting large groups of enemies at one time.

- If Wolverine is being attacked by long-range shooters, he can activate his Fury mode (the left trigger) and perform a lunge move by pressing the Ⓨ button. This allows Wolverine to essentially jump across the room and eliminate enemies who are attacking him from a distance.

- Wolverine can be very efficient at evading enemies by performing a roll. Pressing the **right trigger** + the **left thumbstick** allows Wolverine to roll in whichever direction the thumbstick is pushed, providing a useful tool when being attacked by large groups of enemies.

- Nightcrawler's best ability is teleportation. Don't be afraid to back off from an enemy just to use another teleportation attack!

- Be sure to vary Iceman's attacks. He is more effective when using his Hailstorm attacks in conjunction with his Ice Beam attacks.

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Customer Support

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. IIf you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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